

Oragono: an IRCv3 server in Go

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- IRC: 1988-present
- IRCv3: 2004-present
- Open-standards based community for specifying protocol extensions to IRC
- Most major IRC projects (servers, clients, service frameworks) are participants

- Oragono: 2012-present
- Version 1.0: February 2019
- Version 2.0: March 2020 (last week)
- Maintainers: Daniel Oaks (@DanielOaks) and me

Why IRC?

- Traditional
- Less is more
- *Cozy*

Design goals

- Easy to set up and self-host
- Bleeding-edge IRCv3 reference implementation
- All-in-one ircd, services framework, and bouncer

Vertical integration

- In one portable, statically linked binary:
- User accounts (“NickServ”)
- Channel registrations (“ChanServ”)
- Multiple clients can share a nickname
- History storage and playback
- “Always-on clients” (present even without a client connection)
- No need for infrastructure managed by end users (bouncers)

Vertical integration, part 2

- Server-side history storage
 - Time-limited retention
 - Option to only play back messages you “could have seen”
- Scales down to an ARM home router, scales up to a Xeon
- High availability via Kubernetes
- Supports IP cloaking and onion addresses

Contact

- <https://github.com/oragono/oragono>
- #oragono on Freenode